眼动熵:信息熵在眼动技术中的应用

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国家自然科学基金(32260209)和贵州省自然科学基金(黔科合基础-ZK[2023]一般 276)资助

摘要 眼动熵(Eye movement entropy)是基于信息熵发展而来的研究眼动行为的客观测量指标,主要用于衡量视觉扫描行为的复杂性和随机性,弥补了传统眼动指标难以全面刻画个体复杂视觉扫描模式的局限。根据计算方式的不同其主要有注视熵和热点图熵两个核心指标,注视熵又分为静止注视熵、注视转移熵以及注视时间熵。回顾已有的实证研究发现:眼动熵在精神疾病、驾驶安全、航空安全、教育教学、产品设计、工业安全等多个领域都有广泛应用,在辅助精神疾病诊断、认知功能测评、安全监测、教育教学评价、人因工程等方面展现出巨大的应用潜力,是研究人类视觉认知、行为模式和信息处理的重要工具。未来研究应进一步提升眼动熵测量的稳健性与生态效度,不断完善眼动熵指标体系,推动眼动数据分析从静态统计向动态行为规律探索的转变,以更全面地揭示人类视觉认知机制,并拓展其在各个应用领域的实践价值。

关键词 眼动 注视熵 静止凝视熵 注意转移熵 热点图熵

眼睛是人类最为关键的信息接收器,个体有 80%~90%的外部信息是通过视觉获取的,人们通过注视来获取并加工视觉信息。眼动技术是一种通过测量眼球运动来揭示个体认知加工过程的重要研究方法。其常用的数据分析方法包括基于注视次数、注视时间等基本指标的定量分析,以及利用注视图、热点图等可视化方式的定性分析。然而,传统的眼动分析方法难以全面刻画个体复杂的视觉扫描模式。

信息论(information theory)的发展和应用为眼动数据分析提供了一种系统性和定量化的视角,能够描述复杂视觉扫描行为的空间分散性、时序规律性与认知资源分配效率等,实现了眼动数据分析从静态统计到动态行为规律探索的跨越。信息熵(information entropy)是信息论中用于测量信息不确定性的核心

指标(Shannon, 1948),已在物理学和社会科学等领域得到广泛运用和验证。自 20 世纪 80 年代起,研究者将信息熵引入眼动数据分析领域,发展出了眼动熵(eye-movement entropy / gaze entropy)这一客观度量指标(Tole et al., 1982),用于量化视觉扫描行为的随机性、不确定性和空间/时序复杂性。具体来说:眼动熵作为注视次数、注视时长等传统眼动指标的重要补充,能够量化眼动轨迹的不确定性,反映个体在任务中的信息搜索模式;同时还能提供整体性评估,揭示个体在整个任务中的信息整合方式。此外,眼动熵关注眼动数据的分布特征,而非特定的注视点,从而可以减少实验情境对结果的影响,提升研究结果的稳健性(B. Shiferaw, Downey, et al., 2019)。因受限于当时的分析技术,其并未得到研究者的重视和广泛运用。近年来,随着数据驱动分析技术和方法的普及,眼动熵才逐渐受到研究者关注。如:Shiferaw 等人(2019)首次对眼动熵中的注视熵(gaze entropy)作为视觉搜索效率测量指标的可行性进行了系统性综述。

眼动熵通过信息论框架将视觉扫描行为转化为可解释的量化指标。Tole 等(1982)被公认为首个将熵应用于眼动行为量化分析的研究,其开创性工作聚焦飞行员在飞行模拟任务中的视觉扫描策略,标志着熵指标在自然场景眼动研究中的早期探索。随着研究的不断深入,除注视熵外,一些新的眼动熵指标(如:热力图熵(Son et al., 2020)等)被提出,并在新的研究中得到验证和使用。但总体而言,国内外研究者较少将眼动熵作为眼动技术的测量指标进行研究。其尚未得到广泛应用的原因可能在于对其计算方法及其对应的内在视觉加工过程的理解尚不充分。本文在已有研究的基础上总结了眼动熵的核心指标、计算方法及其应用,并通过对已有研究结果的分析归纳相应结论。同时,针对现有研究的不足之处,提出未来的研究方向。

1 眼动熵的指标及计算

1.1 眼动熵的测量指标

根据不同的计算方式眼动熵指标主要包括注视熵(B. Shiferaw, Downey, et al., 2019)和热点图熵(Son et al., 2020)(heat-map entropy)两种。注视熵基于注视轨迹图计算得出,该轨迹图反映个体在视觉刺激上的注视位置、时间和顺序。根据注视的动态特征,注视熵可以进一步细分为静止注视熵(stationary gaze entropy, SGE)、注视转移熵(gaze transition entropy, GTE)以及注视时间熵

(Dwell time entropy/fixation-time entropy)。热点图熵则通过计算热点图,量化个体在视觉刺激上的注意力分布特征。相比注视熵,热点图熵侧重于整体注意力分布的均匀性与集中程度。

1.2 眼动熵的计算方法

1.2.1 注视熵

注视熵以比特(bit)为单位,通过计算眼球运动的空间分布(静止注视熵)、转换模式(注视转移熵)以及时间分布(注视时间熵),衡量个体在视觉探索过程中表现出的不确定性或可预测性的程度(Krejtz et al., 2015; B. Shiferaw, Downey, et al., 2019)。

1.2.1.1 静止注视熵

静止注视熵,主要关注静态的空间分散性,用于衡量视觉注意的空间分布 分散性,即注视复杂度。其核心思想是将注视点的空间坐标离散化为状态空间 (或兴趣区),通过计算注视点分布的概率,评估注视行为的随机性和不可预测 性。其计算公式如下:

$$H(x) = -\sum_{i=1}^{n} p_i \log_2 p_i$$

其中,H(x)表示一个试次的眼跳序列x的静态注视熵值,i表示状态空间或兴趣区编号,n表示序列x的长度(注视点的总数量), p_i 为注视点落在第i个状态空间的概率。熵值与x的概率分布有关,而与x值本身的大小无关。静止注视熵值越高,反映注视分布范围越广,视野范围内的注视分散度越大,即不确定性越大;静止注视熵值越低,反映注视范围越窄,个体的注视集中在特定的兴趣区域上,即不确定性越小。

然而,静止注视熵未考虑到眼球运动的相对性,即所有朝向后续注视点的 扫视都相对于或源自当前注视点。为了量化后续注视对当前注视位置的依赖性, 研究者引入注意转移熵,用于测量不同兴趣区之间的眼动模式。

1.2.1.2 注视转移熵

注视转移熵,又称眼跳注视熵或马尔可夫熵(Markov entropy),主要关注 视觉扫描的动态模式,用于测量注视点转移的时序规律性,即注视转换随机性 或可预测性。其核心思想是基于马尔科夫链的转移概率矩阵,计算条件熵 (conditional entropy),从而反映注视点从一个状态空间转移到另一个状态空间 的规律性(Ciuperca & Girardin, 2005)。其计算公式如下:

$$H(x) = -\sum_{i=1}^{n} p_i \sum_{j=1}^{n} p^{((i|j))} \log_2 \left[p^{(i|j)} \right]$$

其中,H(x)表示一个试次的眼跳序列 x 的注视转移熵值, p_i 表示第 i 个状态的概率, $p^{(i|j)}$ 表示表示从兴趣区i到j的眼跳概率。注视转移熵值越大表明视觉探索范围广,注视模式更随机、不可预测;注视转移熵值越小,表明注视模式结构性更强,扫视模式的可预测性越高。

然而,静止注视熵和注视转移熵主要根据注视落到兴趣区内的次数来计算熵值,无法反映注视在状态空间内的注视持续时间。例如,当某个兴趣区的注视时间为 100 ms 和 500 ms 时,这两种情况在计算静止注视熵和注视转移熵时被视为相同的注视事件,无法区分其时间差异。因此,研究者用注视时间熵量化注视时间的分布特征。

1.2.1.3 注视时间熵

注视时间熵主要聚焦时间维度,与信息处理优先级直接相关,通过注视时间的概率分布建模,从而衡量视觉注意在多个状态空间上的时间分布均衡性 (Forest et al., 2022)。其计算公式如下:

$$H(x) = -\sum_{i=1}^{n} p_{D_i} \log_2 p_{D_i}$$

其中, p_{D_i} 是第i个兴趣区的注视时间占总注视时间的比例,i 是兴趣区的总数。注视时间熵值越大,表明个体对该兴趣区的注视时间越长,反之,则相反。

1.2.2 热点图熵

热点图熵也称视觉注意熵(visual attention entropy, VAE),通过构建注视点的加权高斯分布模型,将注视数据转为连续概率分布,并基于香农熵公式计算其不确定性,综合了注视位置、持续时间及视觉感知范围的信息,被用于衡量个体眼球运动在空间中的一致性或集聚性(Gu et al., 2021)。

热点图熵核心假设是热点图中注视点的空间分布服从以特定像素(x_f , y_f)为中心高斯混合模型,注视点可以被视为二维随机变量(X, Y),根据注视点的持续时间和位置信息计算联合概率密度(Y. Liu et al., 2010)。公式为:

$$f_{xy}(x,y) = \frac{1}{2\pi\sigma^2} exp - \left(\frac{(x-x_f)^2 + (y-y_f)^2}{2\sigma^2}\right)$$

其中, σ 是标准差,代表视觉感知范围,即眼动追踪中的视角(visual angle)大小。如果在屏幕上形成了多个注视分布,则需要对注视分布分配权重(Ahn et al., 2016; Gu et al., 2021; Son et al., 2020),并将其表征为一个连续的概率分布,如下所示:

$$f_{xy}(x,y) = \sum_{f=1}^{f_{num}} d_f \times \frac{1}{2\pi\sigma^2} exp - \left(\frac{(x-x_f)^2 + (y-y_f)^2}{2\sigma^2}\right)$$

其中 f_{num} 是注视点总数量(number of fixation), d_f 是 f 个注视点分布(fixation distribution)的权重(通常以注视持续时间加权),满足 $\sum_{f=1}^{f_{num}}d_f=1$ 。在连续概率分布的基础上,离散化空间后计算熵值。计算公式如下:

$$H = -\sum_{xy} f_{xy}(x,y) \log f_{xy}(x,y)$$

热点图熵值越高,注视分布越分散,注意力无明显集中区域;值越低,注 视越集中于特定关键区域(目标导向性越强)。

1.3 眼动熵的计算工具

目前用于熵计算的主要工具包有: (1) EntropyHub: 一个开源的熵分析工具包,提供多种熵计算方法,适用于时间序列、信号处理和复杂系统分析 (Flood & Grimm, 2021)。(2) GridWare: 其核心思想是将眼动轨迹投射到网格化的空间中,并基于网格计算熵指标(Hollenstein, 2007, 2013; Lewis et al., 1999)。

(3) iDynamic_toolbox: 一个专门用于眼动数据分析的 MATLAB 工具箱,提供了注视位置熵(包括均熵和每个试次的熵)的计算功能(Q. Wang et al., 2020)。在实际研究中,可以根据研究需求选择合适的工具计算眼动熵。

2 眼动熵的应用

2.1 精神疾病

精神疾病的生物标志物是用于诊断、治疗和评估预后的特定生物特征。其中,非侵入性生物标志物因其具有无创、安全等特点在精神疾病中极具潜力而备受研究者关注。眼动指标(如:注视、眼跳等)作为非侵入性生物标志物的重要指标之一,已经成为研究精神疾病生物标志物的一个重要方向。研究表明,眼动熵可能反映不同精神疾病患者在视觉注意、信息加工和认知方面的异常模式,在作为精神疾病的生物标志物方面极具潜力(Azami et al., 2022; Z. Liu et al.,

2024; Q. Wang et al., 2020; Yang et al., 2024)。如: Zhang 等(2024)发现与健康控制组相比,首发精神分裂症和精神病临床高危综合征的眼动熵分数更高,且这种差异在眼动扫描的早期阶段就会出现。同时,在观看无意义图片时,精神病临床高危综合征的眼动熵分数也显著高于健康控制组。此外,研究还发现眼动熵分数与临床症状和神经认知表现相关。结果表明,首发精神分裂症和精神病临床高危综合征眼动扫描模式的随机性更高且策略性更低。此外,Wang 等(2020)研究发现,孤独症儿童在观看面孔时的眼动熵比正常儿童更高。结果表明,孤独症儿童缺乏有效的面孔扫描策略,从而不能有效的提取面孔信息。上述研究表明,眼动熵能够捕捉精神疾病患者的典型视觉行为异常,可以为疾病病理机制的理解、早期诊断和疗效评估提供新的视角。然而为了实现其在临床应用,仍需加强其可靠性、标准化流程和跨人群适用性。

2.2 驾驶安全

良好的视觉功能是驾驶的先决条件,因为驾驶环境包含海量、复杂且不断 变化的视觉信息,驾驶员需通过结构化的注视分配,系统地采样这些信息以指 导他们的行动(Land & Lee, 1994; Owsley & McGwin Jr, 2010)。近年来,研究者用 注视熵来评估驾驶员的视觉扫描模式、驾驶技能、疲劳状态等(Aitken et al., 2023, 2024; Diaz-Piedra et al., 2021; L. Han et al., 2020; Hayley et al., 2024; Jeong et al., 2019; Lü et al., 2022; Mikula et al., 2020)。具体来说,注视熵值的变化可以反映驾 驶员在驾驶过程中的视觉扫描效率(Hayley et al., 2024; Schwabe et al., 2013; B. A. Shiferaw et al., 2019)。如:酒精、甲基苯丙胺等摄入会影响驾驶员在驾驶过程中 的视觉扫描行为,研究发现,当血液中的酒精含量增加或减少时,注视熵的值 会发生统计上显著的变化(B. Shiferaw, Crewther, et al., 2019; B. A. Shiferaw et al., 2019)。同时, 注视熵可以作为驾驶员疲劳驾驶的预警指标。如: Shiferaw 等 (2019) 研究发现, SGE和GTE在疲劳状态下均显著下降,并与长途驾驶中驾 驶错误数量正相关。因此,低注视熵可能是疲劳的早期信号,可用于驾驶监测 系统。此外,注视熵还可以作为驾驶员的驾驶技能和经验的有效预测指标 (Chung et al., 2022)。如: Chung 等(2022) 在 VR 驾驶模拟器研究中发现,经验 丰富的驾驶员的 SGE 均值为 3.09 bits,新手驾驶员仅为 2.60 bits,说明新手的视 线分布较狭窄。此外,在从事次要视觉任务时,与年轻驾驶员相比,老年驾驶 员注意转移熵的值更低(Schieber & Gilland, 2008)。上述研究表明,注视熵在驾

驶领域的研究和应用正在快速发展,具体来说其在驾驶技能和安全评估、疲劳和分心检测、自动驾驶交互(Li et al., 2024)、智能驾驶监测系统提升方面极具潜力。未来,随着自动驾驶技术的发展,眼动熵和人工智能的结合可能成为未来智能驾驶系统的核心组成部分。

2.3 航空安全

研究表明,眼动指标已经成为研究飞行员认知变化的有效指标(Diaz-Piedra et al., 2016; Heard et al., 2018; Mengtao et al., 2023), 其中瞳孔扩张和眨眼频率是 常用的两个指标(Heard et al., 2018)。但在真实的航空环境中,上述两个指标易 受亮度和湿度变化等环境变化的影响,而眼动熵对环境变化的敏感性较低,因 此其可以作为真实航空环境中测量认知变化的敏感且稳健的关键指标(Ayala et al., 2023; Causse et al., 2025; Devlin et al., 2022)。具体来说,注视熵可以作为飞行 员情境意识评估、任务复杂度和认知负荷动态监测的指标,反映飞行员在复杂 任务(如驾驶舱仪表故障、低能见度着陆)中的信息处理效率(Xu et al., 2024)。 一些研究则发现飞行员注视熵的值随着任务负荷的增加而降低(Diaz-Piedra et al., 2019)。如: 当飞行员在不同任务负荷下飞行时, 注视熵率随着飞行任务复杂性 的增加而降低(Tole et al., 1982)。Diaz-Piedra 等(2019)研究也发现,与常规飞 行(低复杂度)相比,战斗直升机飞行员在解决飞行中紧急情况时,注视熵的 值显著降低。而另一些研究发现飞行员注视熵的值随着任务负荷的增加而增加。 如: Di Nocera 等(2007)的研究发现,当飞行员在执行高负荷飞行程序(模拟 起飞和着陆)时,注视熵值较高,表明眼动注视分散度较高;而在低负荷阶段 (爬升、下降和巡航阶段)时,注视熵值较低,表明眼动注视分散度较低。此 外,在进行应急处置程序时,飞行员发现驾驶舱仪表故障后,注视熵的值会升 高(Van De Merwe et al., 2012; Van Dijk et al., 2011)。此外,在疲劳驾驶(Naeeri et al., 2021)、紧急情况诱发焦虑情绪(Allsop & Gray, 2014)、通航环境差(C. Zhang et al., 2024)时,飞行员注视熵的变化也得到了类似的结果。研究者推测对飞行员 研究结果不一致可能是飞行经验、专业技能等导致的,经验更丰富的飞行员可 以更好地管理他们的注视模式,在应对高负荷的工作时变化更小(Ayala, Kearns, et al., 2024; Ayala, Mardanbegi, et al., 2024; Friedrich et al., 2021; Gao & Wang, 2024; Y. Liu et al., 2021),但这一推论仍需更多的研究来进一步验证。

此外,对于空中管制人员的研究也有类似发现(Lanini-Maggi et al., 2021; Lin

et al., 2020; Y. Wang et al., 2021)。例如: Lanini-Maggi 等(2021)研究发现较高的静止注视熵(即视觉注视在显示屏上的空间分布较大)与空中管制人员更好的反应准确性相关,而专业水平则有助于提高反应准确性。同时,在控制动画类型和专业水平后,静止注视熵仍然能够正向预测反应时间。总的来说,眼动熵在航空领域应用的核心价值在于将飞行员等从业人员的视觉行为转化为可量化的指标,随着标准化方法和实时分析技术的发展,注视熵或有望整合至新一代航空安全系统,实现从经验驱动到数据驱动的决策支持转型。

2.4 教育教学

研究者将眼动熵作为教育教学中监测认知负荷、教学效果、教学互动等方面的关键指标。具体来说:在医学教学应用中,注视熵能识别放射科专家在医学影像(如乳腺 X 光片)评估中的兴趣波动,跟踪其学习曲线的进展(Alzubaidi et al., 2010)。此外,在腹腔镜和机器人手术模拟环境中,外科医师的注视熵随任务复杂性线性升高,视觉探索模式变得更加随机且效率下降,同时手术表现降低(Di Stasi et al., 2016; Diaz-Piedra et al., 2017; Wu et al., 2020)。在课堂教学中,注视熵被用于评价课堂教学中教师的教学能力水平。研究发现教师扫视路径模式的复杂性越高(注视熵值越高),对学生及其潜在与学习相关特征的判断就越准确(Kosel et al., 2021)。此外,在技能学习方面,注视熵被用于预测攀岩路线选择和规划的表现(Hacques et al., 2022; van Knobelsdorff et al., 2020)。研究发现,攀岩学习方案会让攀岩者在攀岩过程中产生不同时序的注视模式,以适应攀岩路线的变化。

综上,眼动熵在教育教学领域能够客观量化注意分布与认知负荷,为教学 策略优化与个性化学习技术开发提供了科学工具,未来可发展基于眼动熵分析 的实时人工智能监测系统,进一步优化教育教学的评估和支持系统。

2.5 产品设计

在产品设计领域,研究者将眼动熵作为视觉传达设计中测试和改进视觉元素布局合理性的重要指标,为指南开发、界面优化等提供基于行为的实证依据 (Doellken et al., 2021; Gu et al., 2021; Hooge & Camps, 2013; Lee et al., 2023; Quach et al., 2022; M. Zhang et al., 2022)。通过眼动熵值比较不同界面设计的注意引导效率,区分界面关键功能区域与非必要冗余信息区的设计有效性,确保用户高

效获取核心信息。如: Lee等(2023)使用热点图熵作为评估可视化界面适用性的有效指标,研究发现热图熵与借助可视化界面判定系统状态的表现密切相关,随着系统状态判定时间的增加,热点图熵的值也会增加。同时,与正确判定系统状态相比,未正确判定系统状态的热点图熵的值更高。此外,通过注视熵分析工程师和学生在使用设计指南时的注意力分布与扫描模式,评估指南对设计任务的实际辅助效果。如: Doellken 等(2021)使用注视熵预测工程师和学生根据设计指南完成工程设计任务的表现。结果发现,表现优异的工程师静止注视熵显著较低,而表现好的学生则往往具有较高的静止注视熵和注视转移熵。总之,眼动熵弥补了设计领域依赖传统眼动指标(如: 注视次数)进行设计优化的局限性,为产品设计从认知策略到界面优化的综合分析提供了更为客观有效的测量指标。

2.6 工业安全

在工业安全领域,眼动熵被用作人为失误预防、人员技能提升与风险控制以及制造设计的人安全分析指标,可以为人员状态监控、培训改进、设计隐患防控的评估提供有效手段(Bhavsar et al., 2017; Dai et al., 2023; Das & Maiti, 2024; Iqbal et al., 2024; Lee et al., 2022)。在流程制造工业(如:核电站、化工厂)中处置突发情景时,人为失误是导致工业生产事故的重要诱因。如: Lee 等(2022)通过实时监测控制室操作员的注视熵,动态评估其认知工作负荷。结果发现,核电站操作员的注视熵值与与态势感知显著负相关。态势感知(situation awareness)是个体正确应对处置突发情景时的重要能力之一。若核电操作员的态势感知能力越强,则注视熵值较低。反之,则相反。同时,研究者通过注视转移熵测量工业装配操作员的任务熟练度与操作犹豫程度。研究发现,与经验丰富操作员相比,新手操作员的注视转移熵较高,注视转移路径更无序,提示需要通过针对性培训降低新手的认知不确定性,提升操作能力,从而减少装配错误引发的安全风险。研究发现,基于熵值的动态反馈,可以优化设计指南的信息呈现方式,确保关键安全信息被优先关注,提升设备制造的安全性(Doellken et al., 2021)。

2.7 其它

除上述应用领域外,眼动熵在注意加工(Forest et al., 2022; Y. Han et al., 2023)、

认知功能测试(Ayala et al., 2022)、跨期决策(H.-Z. Liu et al., 2023)、暴力犯罪者的社会意图归因(Zajenkowska et al., 2024)、压力监测(Ahmadi et al., 2022)等认知和心理状态的应用深化了研究者在机制上对认知异质性的理解。此外,其在体育赛事(Albaladejo-García et al., 2024; van Biemen et al., 2023)等领域也得到进一步的应用和验证。

3 总结与展望

综上所述,眼动熵作为传统眼动指标的重要补充,是有效提高个体对注视 控制理解度的注视行为测量指标。其在精神疾病、驾驶安全、航空安全、教育 教学、产品设计、工业安全等领域展现出巨大的应用潜力,但关于眼动熵的现 有研究也存在一些局限性,未来可在以下几个方面进一步探索。

3.1 眼动熵测量的稳健性和生态效度有待加强

目前眼动熵的计算分析缺乏标准化方案,使不同研究中研究者使用的计算方式以及数据描述术语不一致,从而导致难以跨实验比较研究结果,影响了眼动熵的稳健性和生态效度(B. Shiferaw, Downey, et al., 2019)。首先,状态空间(或兴趣区域)数量的确定方式不一致,确定方法的异质性影响了眼动熵测量的稳健性。在不同研究中,状态空间大小、数量等对眼动熵计算有很大影响。目前,常用的方法有网格均分法、内容驱动兴趣区法以及注视点驱动的数据聚类法等,这些方法之间的差异性和适用性可能会导致相同情境下的眼动熵值会有所不同,从而影响研究结果的稳健性。未来建议优化状态空间的划分标准(如:自适应状态空间),减少因状态空间大小、数量等不同导致的眼动熵计算偏差。

其次,眼动熵结果报告方式对研究的生态效度和可比较性具有重要影响。目前大多数研究以观察熵(Raw Entropy)为主,但较少报告标准化熵(Normalized Entropy),这可能导致不同实验条件下的眼动熵结果难以直接比较。与观察熵相比,标准化熵在跨刺激和任务间进行比较时的准确性、可解释性以及适用性更高。为了提高研究的可比性、生态效度和跨任务适用性,建议未来研究在报告眼动熵时采用双重报告标准:(1)同时报告观察熵和标准化熵;(2)统一标准化熵的计算方式。不同研究可能采用不同的最大熵 H_{max} 计算方式,影响了标准化熵的可比性。建议采用基于状态空间数量、实验最大值或任

务依赖的标准化方法。此外,眼动熵研究较为分散,缺乏大规模标准化数据库。 未来可建立开放共享的眼动熵数据库,从而更好的进行跨实验分析。

最后,建立标准化的计算框架,开发基于 Python、MATLAB 或 R 等通用的计算工具包,采用标准化的管道式流程进行眼动熵的计算,增强结果在跨任务、跨实验间的可比性。此外,鉴于眼动熵在驾驶领域和航空领域的潜力,可以在人工智能迅速发展的时代进一步开发实时眼动熵算法(如:将机器学习与神经网络结合),优化实时计算,提升在驾驶安全、智能驾驶监测等实际场景中的深度应用。

3.2 眼动熵的测量指标体系仍需完善

扫视路径理论认为,个体在注视图像或特定场景时,会存储场景特征和用于检查该场景的注视序列(Noton & Stark, 1971a, 1971b)。目前的研究主要使用一阶马尔科夫链来分析注视转移熵,其核心假设,个体的下一个注视点仅取决于当前注视点,即短时依赖性。然而,该模型忽略了更长时间尺度上的眼动模式。研究表明,个体的扫描路径(如:回溯性扫描路径和跨场景注视规律等)可能保留较长的时间依赖性(Wiebel-Herboth et al., 2021; Wollstadt et al., 2021)。Wiebel-Herboth等(2021)采用主动信息存储(Active information storage, AIS)方法,发现在更长时间尺度上以个性化分析方式分析扫描路径,有助于更好解释动态任务中的注视模式。然而,这种方法是否优于其它扫描路径建模方法,仍需未来研究进一步验证。此外,已有研究主要基于香农熵构建眼动技术中的测量指标体系,但是否需要引入其它熵计算方法(如:样本熵、模糊熵等)进一步完善眼动熵测量指标体系(Melnyk et al., 2024),仍是值得深入探讨的问题。如:Melnyk 等(2024)提出对注视轨迹计算六种熵指标,包括模糊熵、增量熵、样本熵、网格分布熵、相位熵和频谱熵,用于全面分析眼动信号的不同方面。

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Eye movement entropy: Application of information entropy in eye-tracker

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Eye Movement Entropy (EME) is an objective metric derived from information entropy, designed to assess the complexity and randomness of visual scanning behavior, addressing the limitations of traditional eye movement indicators in capturing intricate scanning patterns. Based on different computational methods, EME can be categorized into gaze entropy and heat-map entropy. Gaze entropy is calculated from gaze trajectory maps, reflecting an individual's fixation positions, durations, and sequences during visual stimuli exposure. It can be further divided into (a) stationary gaze entropy (SGE), which measures the overall complexity of fixation distribution; (b) gaze transition entropy (GTE), which describes the randomness of transitions between fixations; and (c) dwell time entropy (fixation-time entropy), which assesses the distribution characteristics of fixation durations. In contrast, heat-map entropy quantifies attention distribution by analyzing heat maps, focusing on the uniformity and concentration of overall visual attention compared to gaze entropy.

Empirical research highlights EME as a valuable tool for studying mental health, driving safety, aviation security, education, product design, and industrial safety, with applications in (a) detecting abnormalities in visual attention and cognitive patterns in individuals with mental disorders; (b) evaluating drivers' visual scanning behavior and fatigue levels; (c) analyzing pilots' cognitive changes; (d) monitoring cognitive load and instructional effectiveness in education; (e) preventing human errors and optimizing workforce training in industrial safety; and (f) uncovering variations in cognitive and psychological states across different scenarios.

However, current research on EME still faces challenges, One major issue is the lack of a standardized computational framework, leading to inconsistencies in calculation methods and terminology used across different studies. This inconsistency makes cross-experimental comparisons difficult, ultimately affecting the robustness and ecological validity of EME. Additionally, most studies analyzing gaze transition entropy rely on first-order Markov chains, which assume that an individual's next

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fixation point depends only on the current fixation (i.e., short-term dependency). This assumption overlooks the influence of eye movement patterns over longer time scales, potentially limiting the model's ability to capture more complex visual scanning behaviors. Future research should focus on enhancing the robustness and ecological validity of EME measurements while refining its indicator system. Advancing from static statistical analysis to dynamic behavioral pattern exploration will enable a more comprehensive understanding of human visual cognition. Further studies should also expand its practical applications in different fields, optimizing methodologies for real-world environments to maximize its potential in human behavior research, cognitive assessment, and safety monitoring.

eye movement, gaze entropy, stationary gaze entropy, gaze transition entropy, heat map entropy